GAMER
RETRO
Magazine
Amazon Queen
Buffy
the Vampire slayer
RETRO GAMER
15TH SEPTEMBER 2026

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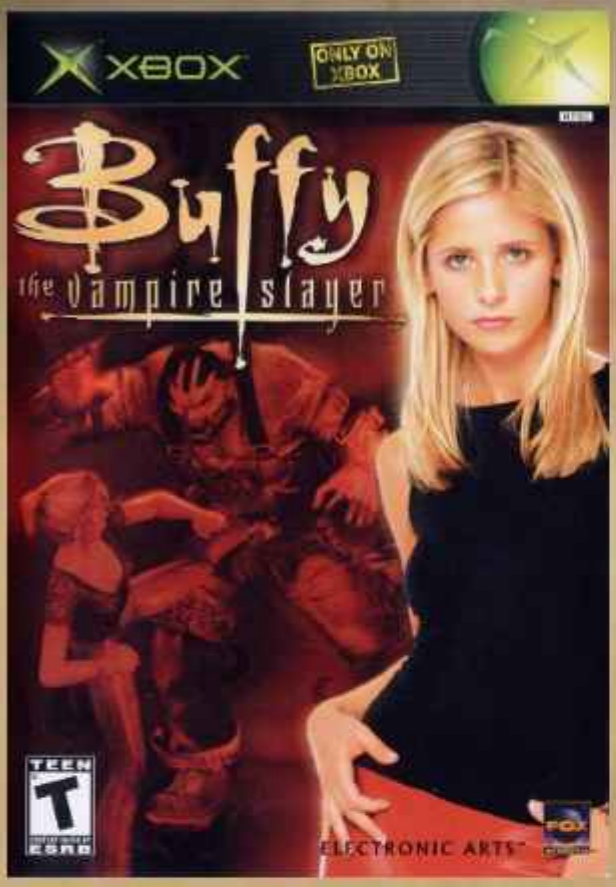
Buffy the vampire slayer Video Game



While there hasn't been a major, big-budget console release in recent years, the Buffy the Vampire Slayer franchise actually has a rich history in video games.

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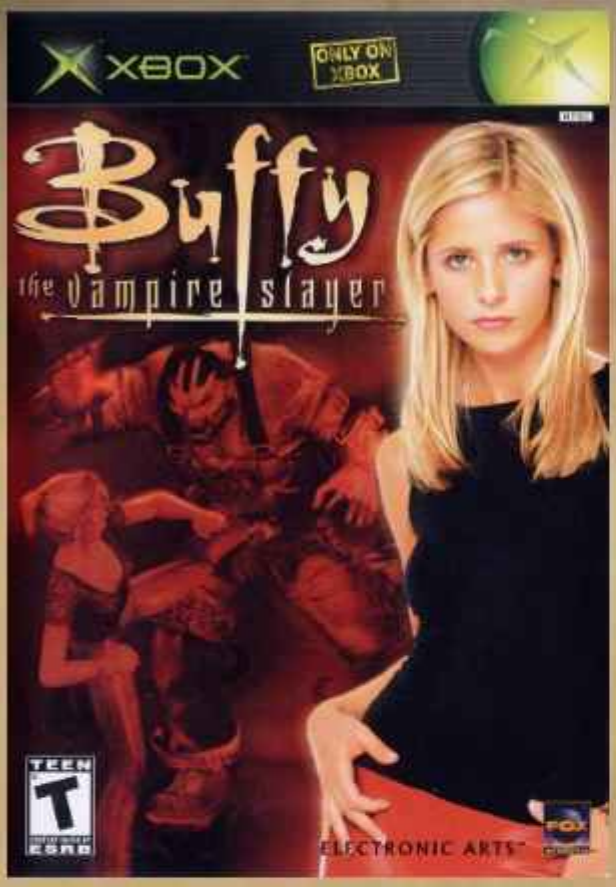

Buffy the vampire slayer Video Game

1. Buffy the Vampire Slayer (2002) — Xbox Exclusive

Widely considered the best game in the franchise, this was a major killer app for the original Xbox, developed by The Collective.

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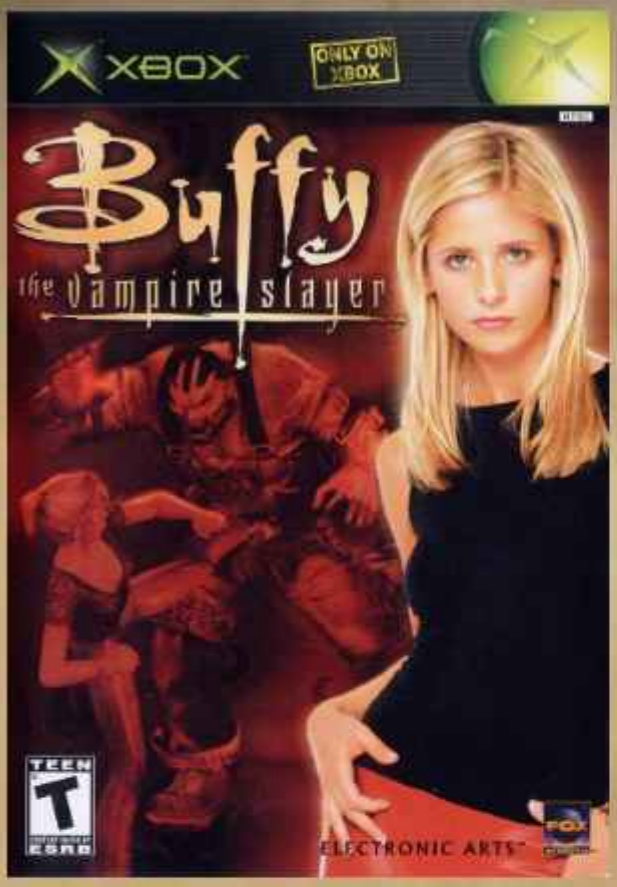

Buffy the vampire slayer Video Game

The Vibe: It plays like an authentic, missing episode set During Season 3 of the TV show.

Gameplay: A fantastic third-person action-adventure beat-'em-up.

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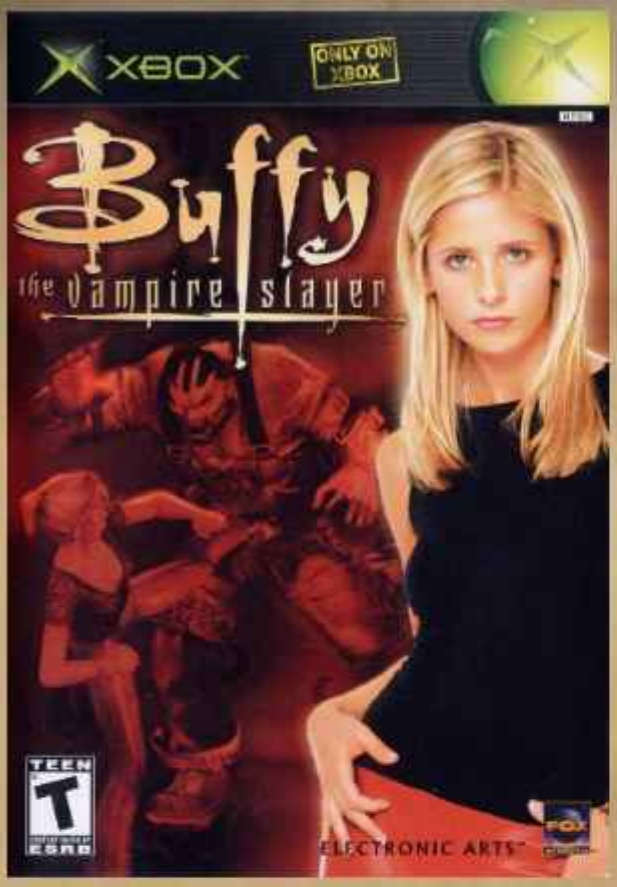
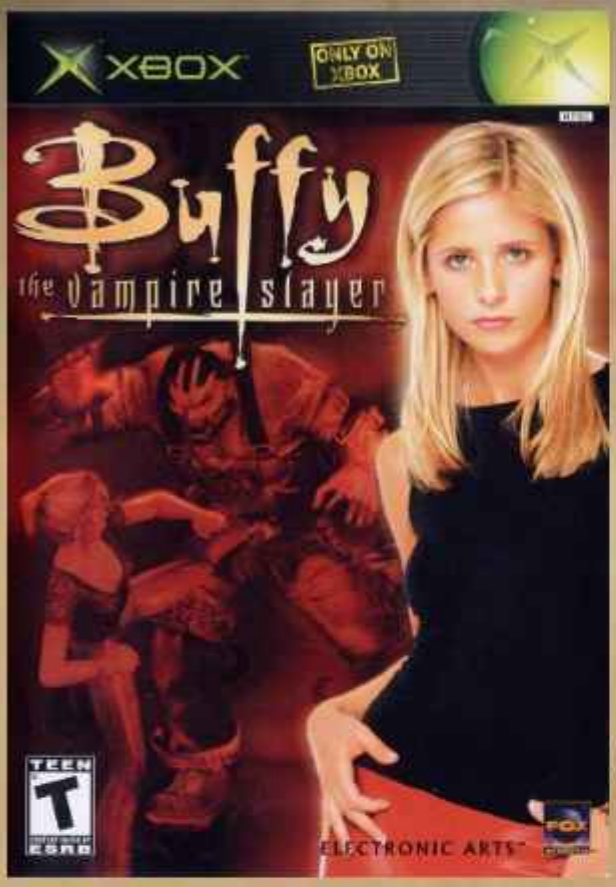


Buffy the vampire slayer Video Game

It featured a surprisingly deep combat system where you could perform complex martial arts combos, use environmental objects (like snapping off broom handles to make stakes), and utilize crossbows or holy water.



Buffy the vampire slayer Video Game

The Catch: Sarah Michelle Gellar didn't voice Buffy (Giselle Loren did a stellar impression), but almost the entire rest of the original TV cast returned to voice their characters, including Alyson Hannigan (Willow), Nicholas Brendon (Xander), and Anthony Stewart Head (Giles).

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Buffy the Vampire Slayer

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Buffy the vampire slayer Video Game

2. Buffy the Vampire Slayer: Chaos Bleeds (2003) — Multi platform

Following the success of the first game, Eurocom developed this multi-platform sequel for the Xbox, PlayStation 2, and Nintendo

Buffy the vampire slayer Video Game

The Vibe: Set during Season 5, the plot revolves around a multi dimensional crisis caused by The First Evil.

Gameplay: While the combat was a bit softer than the 2002 game, Chaos Bleeds let you play as multiple characters, each with unique abilities.

Buffy the vampire slayer

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Buffy the vampire slayer Video Game

You could control Buffy, Xander, Willow (who used magic projectiles), Spike, Faith, and even Sid the Dummy from the Season 1 talent show episode.

Multiplayer: It featured a chaotic split-screen multiplayer mode where players could fight each other or survive waves of vampires as different heroes and monsters.

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Buffy the vampire slayer Video Game

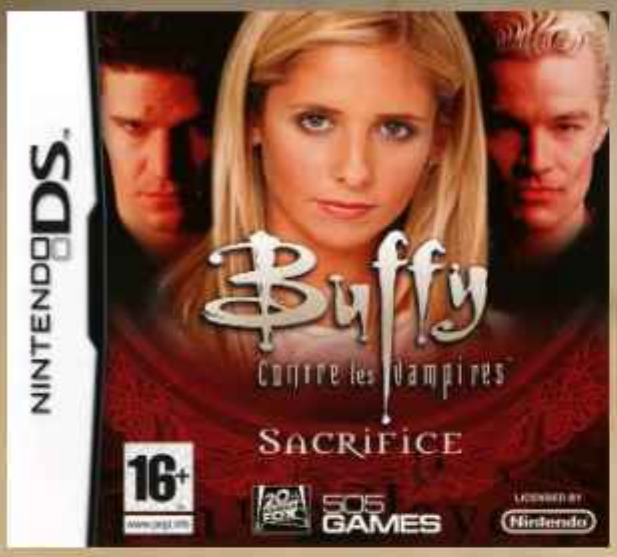
3. Buffy the Vampire Slayer: Sacrifice

(2009) — Nintendo DS

A later, highly underrated handheld title developed by Artefacts Studio.

The Vibe: Set after the dramatic events of the Season 7 TV finale.

Gameplay: A 3D third-person brawler that pushed the limits of the DS hardware.



Buffy the vampire slayer Video Game

It split its time between beat-'em-up combat and puzzle-solving using Willow's magic spell-casting mechanics.

It also featured a first-person mode for exploring tighter spaces.

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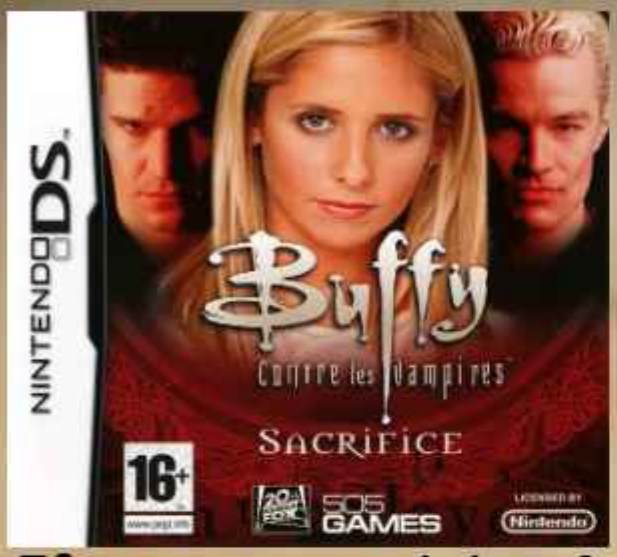
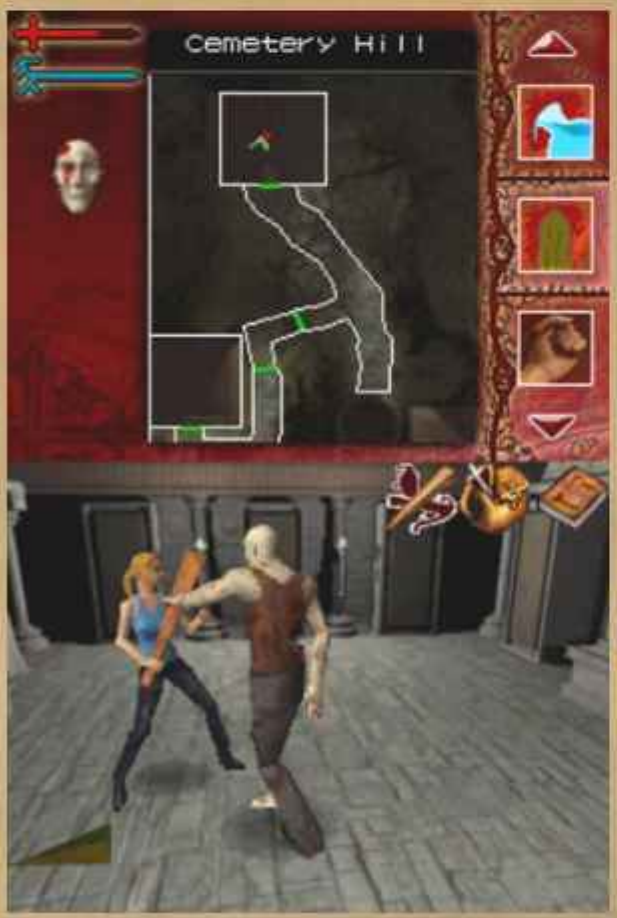


Buffy the vampire slayer Video Game

The Rest of the Slay-List

If you want to go *way* back or look at different genres, the franchise also saw these releases:



Xbox Live Arcade (2009): Buffy the Vampire Slayer: Wrath of the Darkhul King — A 2D side-scrolling beat-'em-up.

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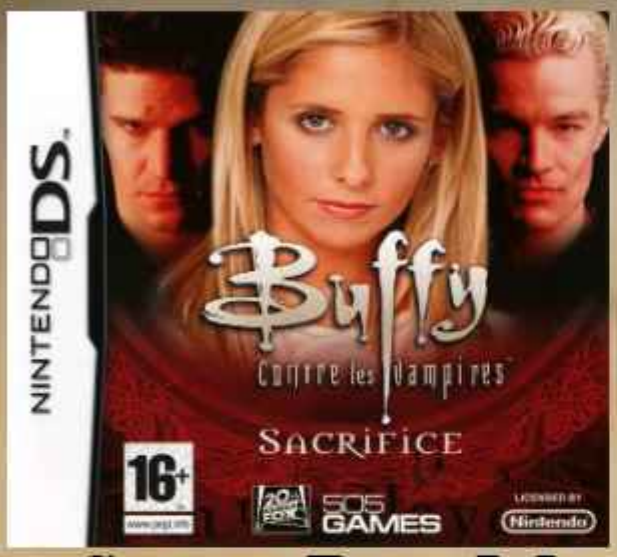


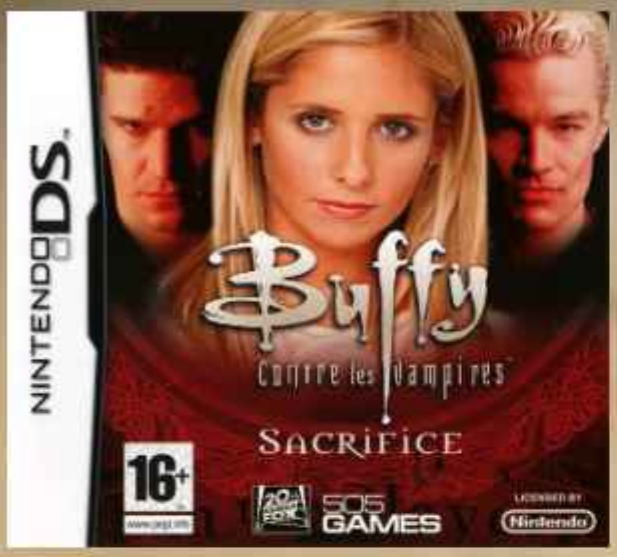
Buffy the vampire slayer Video Game

Game Boy Color (2000) &

Game Boy Advance (2002):

A pair of side-scrolling handheld action games that were fun for their time but limited by hardware.

Tabletop & Card Games: Aside from digital games, the franchise also spawned the highly regarded Buffy the Vampire Slayer Role-playing Game (2002) by Eden Studios.



Buffy the vampire slayer Video Game

Collectible Card Game by Score

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Entertainment.

Current Status (2026)

While a major new video game isn't currently in active development, the franchise's interactive space recently made news in a unique way.

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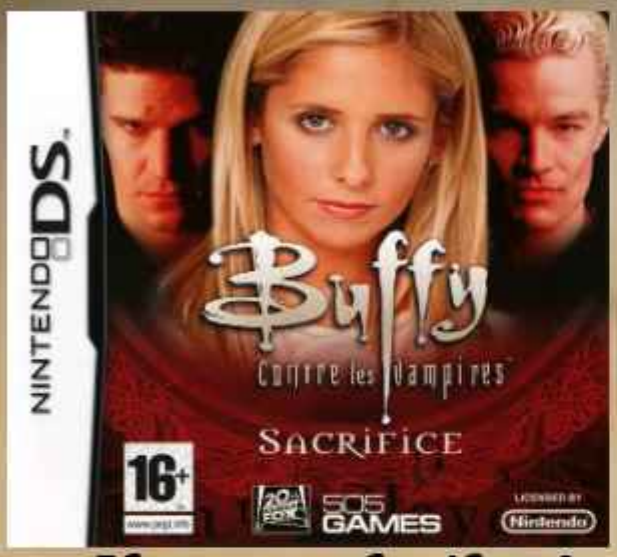

Buffy the vampire slayer Video Game

Following The disappointing news earlier this spring that Hulu's planned live-action Buffy sequel series was permanently shelved, a dedicated group of fans actually launched a highly creative, interactive alternate-reality web game called New Sunny dale.

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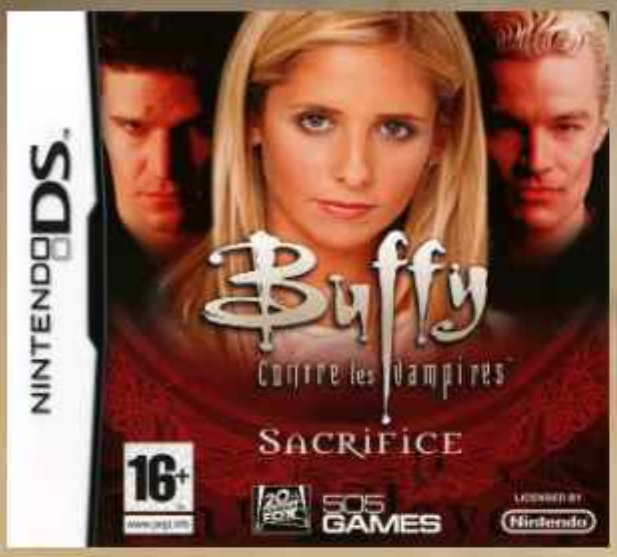

Buffy the vampire slayer Video Game

The text-and-puzzle portal lets fans register as "Slayer Candidates" to unlock lore files and investigative clues, serving as a massive digital campaign to show corporate executives that the hunger for the Buffy IP is still incredibly strong.

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Buffy the Vampire Slayer

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Enclave

Enclave holds a special place in Xbox history.

Developed by Starbreeze Studios and released back in July 2002, it was a graphic showcase for the original Xbox, offering a dark, gritty, high-fantasy hack-and-slash experience when the console was still trying to find its footing.

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Enclave

If you are looking to play it today, or just tracking down its history on the platform, here is what you need to know about Enclave on Xbox:

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Enclave

The Backward Compatibility Catch If you dig up a physical copy of the original 2002 Xbox disc, it will not work on an Xbox One or Xbox Series X.

Enclave

When Microsoft concluded its backward compatibility program, Enclave was unfortunately left off the list of original Xbox games that could be inserted directly into modern hardware due to technical and licensing hurdles.

Enclave

The Solution: *Enclave HD* (Modern Consoles)

Thankfully, you don't need to hunt down a working 2001 console to play it.

Publisher Ziggurat Interactive released a modern remaster titled Enclave HD on June 29, 2023.

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Enclave

It is available digitally on the Microsoft Store for Xbox One and Xbox Series X|S.

This version is completely upgraded for modern screens, featuring up scaled high-definition visuals, reworked lighting, and smoother performance while keeping the core gameplay exactly the same.

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Simon The Sorcerer

The legendary, deeply sarcastic teenage wizard is back in the spotlight! After a long, 16-year hiatus, the iconic point-and-click adventure franchise officially made its grand return late last year when Simon the Sorcerer Origins released on October 27, 2025.

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Simon The Sorcerer

Developed by Smallthing Studios and published by ININ Games, the title is available across basically every modern platform (PC, Mac, Linux, Steam Deck, PS4, PS5, Xbox One, Xbox Series X|S, and Nintendo Switch), introducing Simon's trademark British cynicism to a whole new generation of players.

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Simon The Sorcerer

The New Game: Simon the Sorcerer Origins (2025)

Origins acts as an official prequel to the entire saga, taking place just a few weeks *before* the events of the original 1993 classic.

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Simon The Sorcerer

The Plot: The story kicks off with a reluctant Simon and his family moving into a new house after he gets expelled from school.

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Simon The Sorcerer

While trying to avoid helping his parents unpack, Simon unwittingly triggers an ancient prophecy and gets yanked through a portal into a parallel fantasy world of useless mages, absurd creatures, and looming dark forces.

Simon The Sorcerer

To find his way home, he has to infiltrate the Magic Academy, which means hunting down a wand, a student pass, and eventually dealing with the series' classic villain, Sordid.

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Simon The Sorcerer

The Visuals: The game abandons the old-school pixel art for a gorgeous, fluidly animated, hand-drawn 2D cartoon style that looks like a classic 90s animated movie.

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Simon The Sorcerer

The Voices: In a massive win for nostalgia, the developers brought back Chris Barrie (legendary British comedy actor from Red Dwarf and The Brittas Empire) to voice Simon in English, ensuring that signature, sharp-tongued snark sounds exactly the way fans remember.

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Simon The Sorcerer

The Puzzles & Magic: While it keeps the classic "stuff everything into a magically giant wizard hat" inventory system, Origins finally lets Simon do some actual spell casting.

You learn elemental spells (fire, ice, wind) to solve environmental puzzles.

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Simon The Sorcerer

The Rick Astley Cameo: In one of the most delightfully bizarre retro-gaming crossovers, pop-culture icon Rick Astley actually appears in the game in a special role, and his hit song "Together Forever" is featured on the soundtrack to anchor the game's 90s setting.

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Simon The Sorcerer

Looking Back: The Legacy of a Point-and-Click Icon

If the new prequel has you feeling nostalgic, it's a great time to look back at the chaotic history of the franchise created by British developers Simon and Mike Woodroffe:

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Simon The Sorcerer

| Game | Year | What Made It Special || --- | --- | --- |

| Simon the Sorcerer | 1993 | The legendary debut on Amiga and PC.

It famously parodied classic fantasy tropes, fairy tales (The Three Billy Goats Gruff, Rapunzel), and The Lord of the Rings.

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Simon The Sorcerer

| Simon the Sorcerer II: The Lion, the Wizard and the Wardrobe | 1995 | Widely considered the peak of the series.

It featured a larger world, sharper jokes, and a great parody of The Chronicles of Narnia, ending on a massive cliffhanger.

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Simon The Sorcerer

|Simon the Sorcerer 3D*** | 2002 | A notoriously troubled transition to 3D.

Originally designed as a 2D game, the publisher forced a shift to blocky, primitive 3D graphics that split the fan base, though the humor remained intact. |

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Simon The Sorcerer

|Simon the Sorcerer 4 & 5 | 2007 / 2009 | Developed by German studio Silver Style, Chaos Happens and Who's Next?* shifted to a 2.5D visual style.

They were solid adventure games but lacked some of the distinct British bite of the original trilogy. |

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Simon The Sorcerer

> Pro-Tip for Purists: If you want to experience the original1993 and 1995 masterpieces today, the "25th Anniversary Editions" are easily accessible on Steam and GOG.

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Simon The Sorcerer

They feature smoothed-out graphics, completely remastered audio, and modernized point-and-click user interfaces.

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Broken Sword

The Broken Sword franchise stands as one of the absolute pillars of the point-and-click adventure genre.

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Broken Sword

Created by Charles Cecil and the team at Revolution Software, the series has spent three decades captivating players with its perfect blend of historical mystery, global conspiracies, sharp wit, and the charming dynamic between its two leads:

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Broken Sword

the fiercely independent French journalist Nico Collard and the famously cynical, vacation-ruining American tourist George Stobbart.

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Broken Sword

The franchise is currently experiencing a major renaissance, with both stunning modern remasters and a brand-new sequel on the horizon.

Broken Sword

The Latest Releases & What's Next

1. *Broken Sword - Shadow of the Templars: Reforged (Released Late 2024)

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Broken Sword

Revolution Software went back to where it all began, releasing a massive, ground-up 4K remaster of the original 1996 masterpiece.

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Broken Sword

The Upgrades: Rather than using messy AI up-scaling, the developers painstakingly re-drew the classic, hand-drawn background art and character animations in native 4K.

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Broken Sword

The Audio: The original audio was meticulously cleaned up, restoring the iconic vocal performances of Rolf Saxon (George) and the sweeping, cinematic score by the late Barrington Pheloung.

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Broken Sword

The Experience: It features a "Graphics Toggle" that lets you seamlessly hot-swap between the original 1996 pixelated look and the gorgeous modern visuals on the fly.

Broken Sword

It also introduces a "Story Mode" with a dynamic hint system for players who want to enjoy the plot without getting stuck on 90s-era puzzle logic.

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Broken Sword

2. Broken Sword II: The Smoking Mirror – Reforged (Early 2026)

Following the overwhelming success of the first remaster, Revolution Software gave the 1997 Mayan-themed sequel the exact same luxury treatment.

Broken Sword

It brings George and Nico's frantic battle against a ruthless drug cartel and an ancient central American shadow-god into beautiful 4K, complete with restored,never-before-heard dialogue cut from the original scripts.

Broken Sword

3. *Broken Sword - Parzival's Stone* (In Development) The highly anticipated sixth mainline entry in the franchise is currently in active production.

Broken Sword

Marking the first completely new *Broken Sword* game in over a decade, Parzival's Stone plunges George and Nico into a terrifying new conspiracy involving brutal treasure hunters, sinister medieval cabals, and—in a wild twist for the franchise—the complexities of quantum physics.

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Broken Sword

Visually, the game is introducing a striking "Super 2D" aesthetic, which seamlessly fuses classic hand-drawn backgrounds with real-time 3D geometry.

The Complete Chronicle (1996 – Present)

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Broken Sword

If you are looking to map out the entire history of George and Nico's globe-trotting adventures, the series has evolved significantly through different gaming eras:

Game	Setting & Plot	Legacy

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Broken Sword

1. Shadow of the Templars (1996) | Paris, Ireland, Syria.

George witnesses a cafe bombing by a clown assassin, uncovering a modern Neo-Templar conspiracy.

| The blueprint. Universally considered an adventure game masterpiece. |

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Broken Sword

| 2. The Smoking Mirror (1997) | Central America, London.

Nico is kidnapped after uncovering an obsidian artifact tied to an ancient Mayan apocalypse.

| A fast-paced, highly cinematic sequel that improved the inventory mechanics.

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Broken Sword

| 3. The Sleeping Dragon (2003) | Congo, Prague.

Investigating global energy anomalies and a prehistoric world-ending power. |

The series' controversial leap into full 3D graphics and keyboard/controller direct control (removing point-and-click).

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Broken Sword

| 4. The Angel of Death (2006) | New York, Istanbul.

George falls for a mysterious woman running from dangerous forces seeking a biblical artifact.

| A return to a hybrid point-and-click style, leaning much heavier into gritty, dark themes.

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Broken Sword

|| 5. The Serpent's Curse (2013-2014) | Paris, London, Spain.

Funded heavily via Kickstarter, George and Nico reunite to investigate a stolen painting and a Gnostic heresy.

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Broken Sword

| A beautiful return to form, utilizing pre-rendered 3D models over glorious 2D hand-drawn environments. |

> The Infamous "Goat Puzzle": Ask any gaming veteran about Broken Sword, and they will likely shudder at the mention of the "Goat Puzzle" from the first game.

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Broken Sword

In an era where adventure games let you take your time, a aggressive billy goat in Ireland required players to click a piece of machinery in a split-second window while the goat was resetting its charge.

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Broken Sword

It became legendary for breaking players' brains, and was heavily tweaked in later releases to be far less frustrating!

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Loom

If you are talking about video games, the name Loom brings up two completely different eras: the legendary 1990 LucasArts point-and-click masterpiece, and a massive mobile puzzle studio that just made headlines in early 2026.

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Loom

Here is what you need to know about both:

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1. Loom Games & *Pixel Flow!* (The 2026 Mobile Giant)

If you are looking at recent gaming industry news, Loom Games is a skyrocketing studio based in Istanbul Turkey, that has taken the mobile gaming market by storm

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Loom

The Valuation:

Founded in 2025, the studio achieved "Unicorn" status in record time.

In February 2026, global gaming giant Scopely (the publishers behind Monopoly GO!) acquired a majority stake in Loom Games, valuing the company at over $1 billion just one year after its launch.

Loom

The Game: Their hyper-successful hybrid-casual puzzle game, Pixel Flow!, has crossed over 10 million global downloads and broke into the top 20 highest-grossing mobile games in the United States.

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Loom

2. *Loom* (1990) — The LucasArts Masterpiece

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For retro gaming fans, Loom* is a holy grail of the point-and-click adventure genre.

Created by Brian Moriarty and published by Lucasfilm Games (later LucasArts), it rejected the standard conventions of 90s adventure games.

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Loom

Instead of picking up random items, shoving them into an inventory, and combining them to solve bizarre puzzles, Loom focused entirely on music, story, and atmosphere.

The Magical Distaff Mechanics

You play as **Bobbin Threadbare**, an outcast in the Guild of Weavers.

Loom

In this fantasy world, the Weavers have transcended traditional cloth and learned to weave the fabric of reality itself.

To interact with the world, Bobbin uses a musical staff called a distaff.

Throughout your journey, you listen to the environment to learn four-note melodies called "Drafts."

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Loom

Typing or clicking these notes on your distaff casts magic spells:

`C-D-E-F` might Open a closed door or oyster shell.

Playing the exact same draft backwards (`F-E-D-C`) will Close it.

Other musical drafts allow you to dye items green, sharpen blades, see in the dark, or heal wounds.

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Loom

Why It is Still Remembered Today

The Musical Blueprint: The game's entire soundtrack and magical drafts are beautifully adapted from Pyotr Ilyich Tchaikovsky's classic Swan Lake ballet.

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Loom

The Anti-Frustration Design: At a time when games like King's Quest routinely killed you for taking a wrong step, Loom famously came with a manual stating: "Loom is designed to be completed... We want you to enjoy it all." You cannot die, and you cannot get permanently stuck.

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Loom

How to Play it Today: If you want to experience this beautiful piece of gaming history, the original game (alongside its voiced VGA CD-ROM version) remains easily accessible digitally on Steam and GOG via ScummVM emulation.

Flight of the Amazon Queen If you love the golden age of 90s point-and-click adventure games, Flight of the Amazon Queen is an absolute classic.

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Originally released in 1995 for the Amiga and MS-DOS by Interactive Binary Illusions, the game was a brilliant, tongue-in-cheek love letter to 1940s pulp action serials, heavily inspired by Indiana Jones and LucasArts masterpieces like Monkey Island.

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The Story: B-Movie Brilliance

The game is set in 1949.

You play as Joe King, a pilot-for-hire and the proud owner of a slightly beat-up airplane called the Amazon Queen.

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Joe lands a lucrative gig flying a famous, high-maintenance Hollywood movie star named Faye Russell into the Amazon jungle for a glamorous photo shoot.

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Naturally, things go completely off the rails.

A massive storm causes the plane to crash-land deep within the rainforest.

While trying to rescue his passengers and find a way home, Joe stumbles into a wildly bizarre plot.

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A mad scientist named Dr. Frank Ironstein is running a sinister fortress hidden beneath a front company that manufactures lederhosen.

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FLIGHT OF THE AMAZON Queen
RETRO Magazine

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Ironstein's ultimate goal for world domination? Using a device called the "DinoRay" to systematically mutate captured Amazonian warriors into unstoppable dinosaur soldiers.

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Why Fans Adore It

The Humor: The game didn't take itself seriously at all.

It was packed with snappy, sarcastic dialogue, meta-jokes about the adventure game genre, and delightfully goofy characters—including a tribe of fierce Amazon women and 6-foot-tall pygmies.

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C.M. GAMER
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A Star-Studded Voice Cast: For an indie game in the mid-90s, the CD-ROM version boasted incredible voice talent.

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It featured famous British actress Penelope Keith, as well as William Hootkins (famous to sci-fi fans as Jek Porkins / Red Six in the original Star Wars film and Major Eaton in Raiders of the Lost Ark).

FLIGHT OF THE AMAZON Queen
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Modern Availability & Future Sequel if you want to experience Joe King's adventure today, or are keeping track of where the series is going, the franchise has had some major recent updates:

FLIGHT OF THE AMAZON Queen

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The 25th Anniversary Edition: Available on PC (Steam/GOG) and mobile devices (iOS/ Android), this version was developed by MojoTouch alongside original game designer John Passfield.

FLIGHT OF THE AMAZON Queen

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It features high-end HD graphics up-scaling, remastered audio, cloud saves, a completely redesigned hotpots system to eliminate frustrating pixel-hunting, and an interactive "making-of" mini-game.

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The 2025 Physical Big Box: For collectors, a company called Reboxy launched an officially licensed, beautifully crafted physical PC Big Box "Classic Edition" of the game on CD-ROM.

FLIGHT OF THE AMAZON Queen

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FLIGHT OF THE AMAZON Queen

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bringing back that nostalgic 1990s un-boxing experience complete with a printed manual and a laminated A3 poster.

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The Sequel (Return of the Amazon Queen): Original creator John Passfield and cover artist Pete Mullins are actively working on an official, direct continuation titled Return of the Amazon Queen.

FLIGHT OF THE AMAZON Queen

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Built in Unity, the upcoming game is a traditional 2D point-and-click adventure that kicks off in a sketchy cantina in Mexico, picking up right where Joe King's original flight left off.

FLIGHT OF THE AMAZON Queen

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STREET FIGHTER 2 COLLECTION

THE REAL FIGHTERS
THE ORIGINAL REVOLUTION

STREET FIGHTER II: THE WORLD WARRIOR
The flagship arcade fighter that created a generation of fans

STREET FIGHTER II: CHAMPION EDITION
Introduced the ability to play as M. Bison, Vega, Sagat and Balrog

STREET FIGHTER II: TURBO HYPER FIGHTING
Introduced faster game speed and airborne special attacks

PlayStation

Now Supports Dual Shock™ Analog Controller!

TEEN

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